



Functional Print Books

The Rules Book (page 25) is one example of a functional print book that can be used to help children understand the importance of reading and writing. Other classroom books that can help children with print connections include a Tooth Book to record the big event of losing their teeth or a Boo Boo Book to record the little scrapes and scratches children receive and to help them feel better.



Kiss Your Brain!

On the front of a ruled notebook, write *Kiss Your Brain!* Use the notebook as a form of praise for students who learn new skills, answer questions creatively, or solve a classroom problem. Invite these students to sign the book and write about what they did to receive this privilege.

Rules Rap



The catchy beat and words to this song will reinforce classroom rules and encourage positive behavior. The expectations are simple and positive, and the book can be used on a daily basis.



THE RULES RAP DANCE

Help children learn the words and internalize the rules by teaching them the following actions to *Rules Rap*.



The rules, the rules, the rules of the classroom.

(Snap fingers as you sway back and forth to the beat.)

Follow, follow, follow directions,

(Point index fingers in the air.)

Feet and hands, feet and hands,

(Point to feet and then each hand.)

Small voices inside, tall voices on the playground.

(Put finger over lips and then point out the window.)

Take care of your things, and keep the classroom neat and clean.

(Brush palms together to the beat.)

Work together, get along, and respect each other.

(Clasp hands together and then make circular motions like you're stirring a pot.)



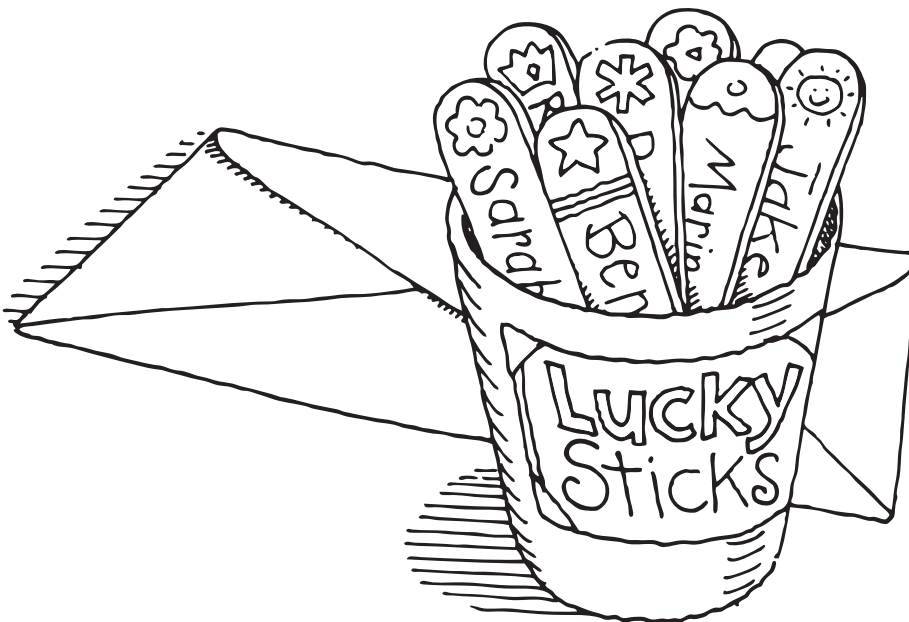
RULES BOOK

Discuss with your students why rules are important, and encourage them to think about what would happen if there were no rules. Give each child a copy of page 26, and ask him or her to draw a picture of a rule that he or she thinks is important. Have the child dictate the rule or write it below the picture. Use book rings to bind all of the pictures together to make a class book. Hang the book in a prominent place in your classroom. When a child is behaving inappropriately, get out the book and find a page that relates to the behavior. Show it to the child as you say, *The book says you need to (rule).*



LUCKY STICKS

This idea will ensure that every child in your room gets a turn to be your special helper. Pass out jumbo craft sticks to the children, and ask them to write their names on the sticks and decorate them. Place all of the sticks in a can or cup labeled *Lucky Sticks*. When there is a special job to be done, pull a lucky stick from the can. After that child has had a turn, place his or her stick in an envelope in your desk. Continue until all of the sticks have been drawn and every child has had a turn.



Message for the Teacher

On the front of a spiral notebook, write *Things the Teacher Needs to Know*. Explain to your students that you won't always have time to listen to all the things they want to tell you during the day, but if they write their concerns down in the message book, you will look at them later. When children come to you to complain or tattle, hand them the book and say, *Write it all down, and don't leave out a thing!*

Lucky Tickets

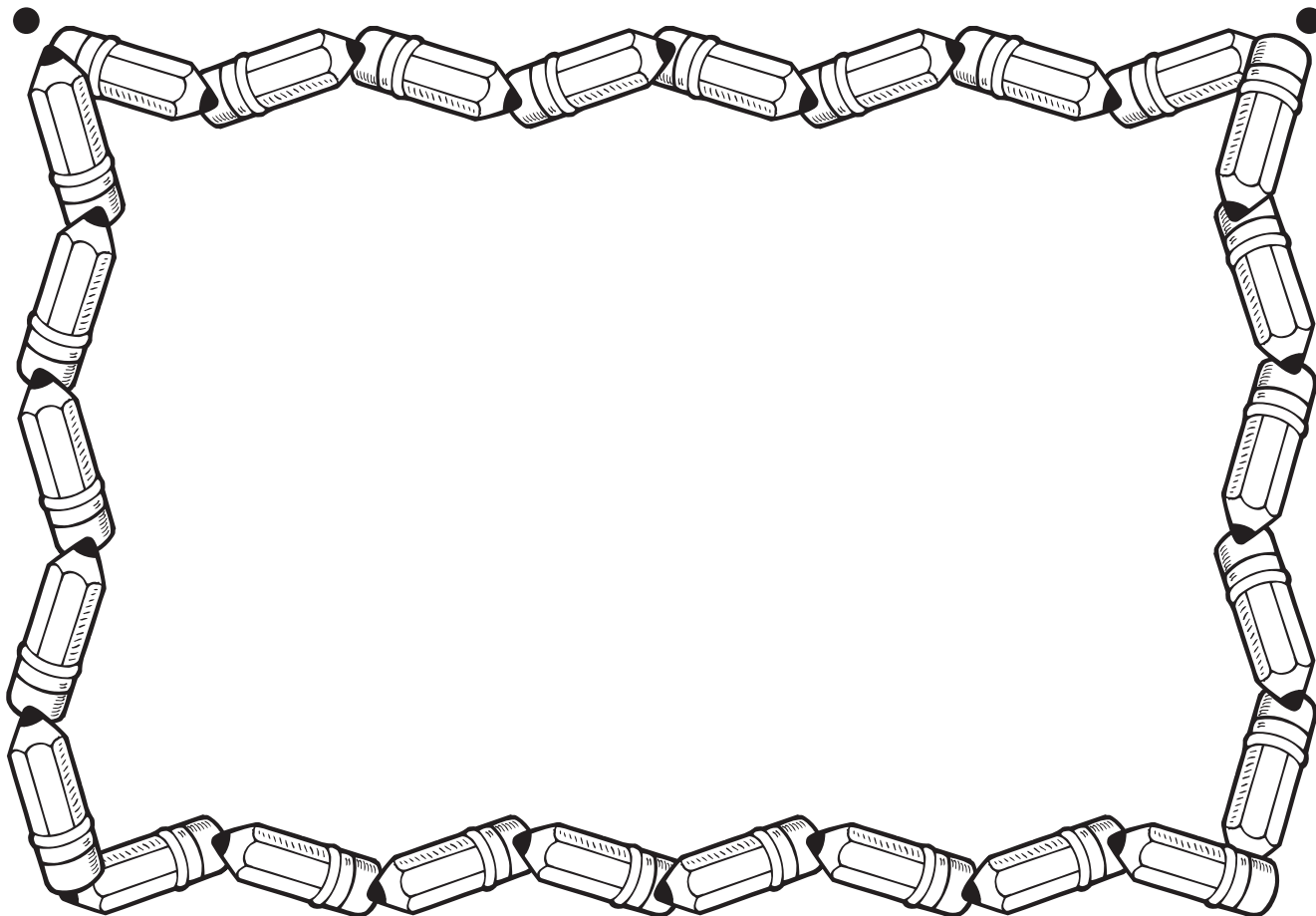
Copy the tickets on page 27. Cut them apart and place them in a paper bag. Let children who exemplify behaviors in the *Rules Rap* choose a ticket. They may keep their tickets and redeem them whenever they want. Choose the lucky ticket incentives that match the abilities and interests of your students.

Name _____

Date _____

Our Class Rules

Draw a picture that tells about a good class rule. Write the rule on the lines below.



Rule: _____

Lucky Tickets

Choose a book for story time.	Choose a song to sing.	Choose a game to play outside.
Be line leader.	Sit next to the teacher.	Sit next to a favorite friend for a day.
Read a book with a friend.	Listen to a story.	Do a job for your teacher.
Make something at the art center.	Play a computer game.	Write on the white board.
Sit at the teacher's desk.	Take a classroom game home for a night.	15 minutes free time to do whatever you want in the classroom.
Have the teacher call your parents to tell them what a great kid you are!	Choose an indoor game for the class to play.	Visit the library for 15 minutes.
Play a board game of your choice with a friend.	Create a puppet out of a paper bag.	Find a friend and draw a picture together.